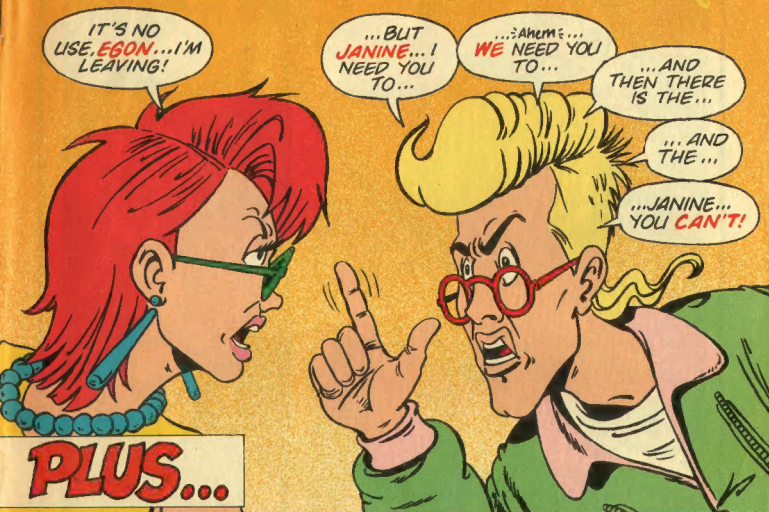
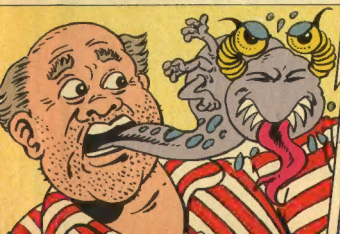


GH0STBUSTERS™



...STRANGE THINGS HAPPEN INSIDE!





Roll up! Roll up! Get your tickets here for the greatest show on Earth! **THE REAL GHOSTBUSTERS** issue twenty-four is an extravaganza that you won't forget! Our busting buddies find themselves the main attraction in **Three Ring Freak Show Circus!** Whilst the Ghostbusters are having rings run around them, back at HQ, Janine decides to take a break, only to find that she is being followed by a spook who's intent on helping her clean up her act in **Shiver and Shake and Vad!** Can Janine cope with the tidiness bug? More to the point, can the other Ghostbusters cope with the bug that is phantasmically striking down otherwise healthy people in **Stick Out Your Tongue and Say AAARGH!** This is a problem that calls for a most scientific answer!

THE REAL GHOSTBUSTERS: Here to save the world on a large scale, a small scale and even on a microscopic scale!

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Cover by **BRIAN WILLIAMSON**
Editor **HELEN STONE** Art Assistant **CHRIS MATTHEWS**
Spiritual Guide **DAN ABNETT**

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THE REAL GHOST BUSTERS™



PETER
VENKMAN



EGON
SPENGLER



RAY
STANTZ



WINSTON
ZEDDMORE






JANINE
MELNITZ

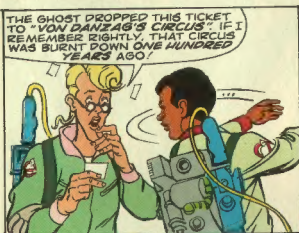
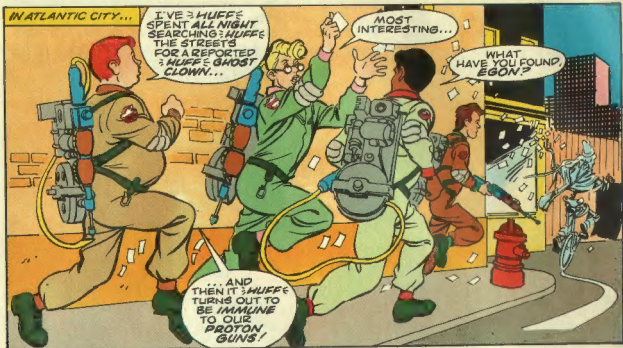


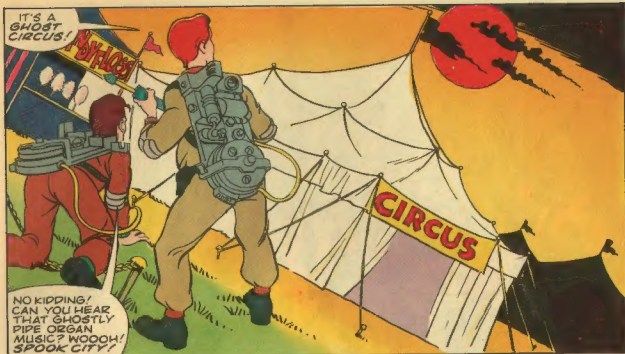
SLIMER

THE REAL STBUSTERS™

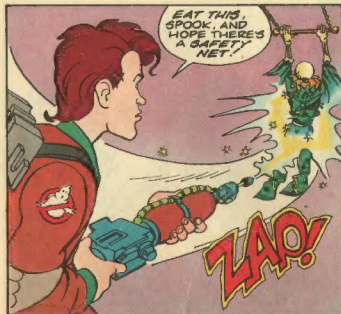


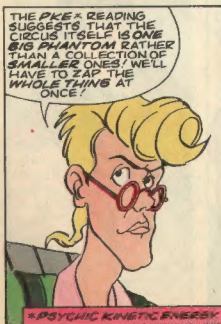
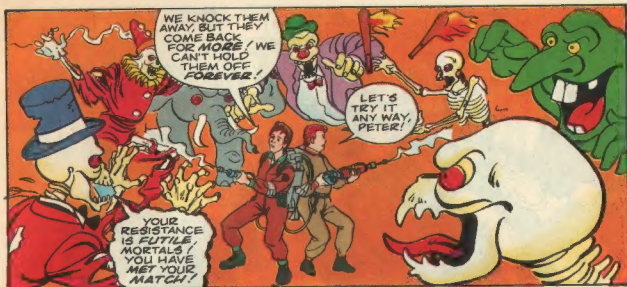
Story DAN ABNETT  Art PHIL GASCOIGNE  Lettering GLIB  Colouring EUAN PETERS





INSIDE...







SPENGLER'S

SPIRIT

GUIDE



In Surlukk's Manuscript, we read the tale of the Second Century Kingdom of Ablablaar, deep in the deserts of North Africa. It vanished overnight due to a phantom plague called down upon the population by the evil wizard, Boglop. Boglop's phantom curse is probably the worst example of an illness of ghostly origin, but it is worth detailing some other maladies that may be caused by contact with the inhabitants or the materials of the Supercosmos.

ECTO-ENTORITUS

This is a common affliction, manifesting as an utter revulsion and sickened disgust brought on by experiencing contact with ecto-plasmic residue. Peter is in danger of suffering from this, but manages to fight back the illness, probably due to his stubborn constitution.

BASHLUB'S VAPOURS

Symptoms are a fainting feeling and dizziness which, in extreme cases, leads to the sufferer passing out. The sickness is named after the Egyptian medium, Bashlub, who, despite being a powerful psychic, would faint as soon as a ghost showed up. In the annals of Pharaoh Exegeses III, it is written (I am translating from the Hieroglyphics here):

... thus the incense swirled about and the signs augured

that the phantom was to appear. "Is it a ghost?" asked the Lord Chamberlain. "Sure is," replied Exegeses, "for behold, Bashlub has keeled over like a good one."

HADIGON'S SEIZURE

Complete paralysis of the vocal chords, or incapable stuttering caused by the appearance of any major demon or greater apparition. Named after the famous Nineteenth Century ghosthunter, the Rev. G.E. Hadigon of Canterbury. His last job was to exorcise the demon, Gozer. Contemporary reports record his last words as:

"It's G... G... G... G... G..."

BLAYLE'S CROSSVISION

A rarer complaint, suffered famously by Augustus Blayle, a spiritualist who would go cross-eyed and see double if

ever he encountered a ghost. This may explain some of the more peculiar accounts in his autobiography, such as:

"... without warning, both vampires attacked me simultaneously and it took me all of my wits to remember in which of my two briefcases I had hidden either of my three crucifixes."

PHANTOPHOBIA

Utter panic induced by contact with the Supercosmos. Extreme cases can cause insanity and suicidal paranoia. Victims tend to run around in circles with their hands over their eyes shouting "I'm a kipper! I'm a porridge soufflé! I'm a purple filing cabinet!" Etc etc.

ECTO-PHOBIA

This is what Peter really suffers from. The fear of being slimed. The best way to allay this phobia is to stay well clear of Slimer.

ECTO-ONE PHOBIA

The fear of travelling in ECTO-1 when Winston is driving.

GUIDEANOIA

A gripping fear. A drying of the throat. A weary, brain-numbing headache. The crawling terror of inarticulacy that I get every time I have to write another Spirit Guide when I really want to be catching up on my sleep.

SHIVER AND SHAKE! AND VAC!



Story STEVE ALAN Art BRIAN WILLIAMSON Colouring HEL

Somewhere, a 'phone was ringing. Exactly where it was ringing was a baffling mystery, since the receptionist's desk at Ghostbusters' HQ, had all but disappeared beneath a seething mound of papers, envelopes, discarded coffee cups, sweet wrappers and various other items, distinguishable only by the fact that there was a great number of them. None of these items was a 'phone. "Janine!" shouted Egon Spengler, wading into the mess, in what he suspected was a fruitless search for the source of the ringing. "JaNIINNE!" "There's no need to yell," said a small voice from somewhere in the mound of debris. Egon buried his arm up to the elbow, re-emerging with the 'phone. "I just wanted to remind you that it's my afternoon off," said the voice of Janine Melnitz, as Egon put it to his ear. "So, you'll have to answer the 'phone yourselves."

"Janine, we're going to have to have a serious talk about your most unscientific attitude to office hygiene," said Egon, over-balancing into a heap of magazines and empty pizza boxes, but Janine was gone.

"Office hygiene?" muttered Janine sulkily as she replaced the 'phone. "That's rich, coming from someone whose lab looks like an explosion in a Christmas tree factory!"

Janine always looked forward to Wednesday afternoons. Each Wednesday, pausing only to buy a huge box of *Dunkin' Doughnuts* and a family-size bag of marshmallows, she would return home, collapse on her sofa and watch the re-runs of *Bewitched* on afternoon TV. But something about this Wednesday was different.

There was a peculiar smell drifting into the hallway from her front room. It had been a long time since Janine had smelt furniture polish but, that was exactly what it was. Clouds of it. Janine entered the living room on tiptoe, and her mouth dropped open.

It was spotless. The sofa had always lain at a peculiar angle, cushions askew, clothes draped over the arms but, now it was prim and sparkling in the centre of the room. It looked as if it had been told to sit up straight. Where books and magazines had been strewn across the floor, there was only a vast expanse of immaculate carpet, which looked as though someone had painstakingly combed each and



every fibre by hand. The furniture gleamed. The windows shone. "H-hello?" whispered Janine, carefully placing her bag of doughnuts on a small table by the door. The table was now mirror-smooth and the doughnuts slid off, rolling messily across the bowling green-smooth carpet in a trail of sugar. A haunting, spectral clucking noise sounded from behind her, and Janine spun around.

"Fine thanks I get for bringing out the glowing natural beauty of your surfaces," said the pale, insubstantial but extremely neat apparition of a plump woman in her late fifties. The woman wore rollers, a spotted purple apron, and looked as though she might very well have worn fluffy purple carpet-slippers, had not the lower half of her body tapered off into a wisp of purple ecto-plasm. The woman looked angry, largely because of the spectral vacuum hose which she was waving menacingly under Janine's nose.

"W-w-w-who? . . . ?" stammered Janine.

"Matilda Hickenlooper, you messy young pup," said the ghost, clucking reproachfully once again.

"Matilda who?" said Janine, beginning to grow annoyed. "Better clean up your act before I give you the brush off, spook – where I come from, we bust people like you!"

"No, no, no," tutted Matilda Hickenlooper, flitting past her in a suffocating cloud of lemon freshness. "I've taken a rich, lasting shine to you, young lady, and I plan to be around a while!"

Janine followed the ghost into her kitchen. A stack of freshly-washed dishes lay on the draining board next to a row of glittering wine glasses and enough cutlery to build a scale-model of the Eiffel Tower. The smell of pine was overpowering. "I could have washed twenty per cent more if you hadn't bought that cheap washing-up liquid," scolded Matilda Hickenlooper.

"That's it," said Janine angrily. "I'm calling the Ghostbusters!" However, Matilda Hickenlooper was suddenly between her and the door.

"No you don't, you slovenly slattern," she said. "You're not calling *anyone* until you've tidied your room!"

"You didn't clean up to the edge!" chided Matilda Hickenlooper hours later, as an ex-

hausted Janine sank to her knees, switching off the vacuum cleaner. "It's three-thirty-five in the morning!" wailed Janine! "I don't even want a tidy flat! What did I do to deserve all this?"

"Nothing!" snapped the ghost, looming over Janine and picking small pieces of fluff off her dress. "You never lifted a finger! Treat this place like a hotel! It was *different* when I lived here, believe you me!"

"B-but it's clean now!" stammered Janine. I've waxed the floors, bleached the walls, ironed the curtains, shampooed the carpet, polished behind the wardrobe – I'm pooped!"

"So, you think you've finished," said Matilda Hickenlooper in a voice like granite "when you haven't even hoovered the garden!"

"Leave me alone!" whimpered Janine. "I'm so tidy I want to die!"

"Rubbish!" scoffed the ghost. "Name me one place on the entire earthly plane that's messier than this flat! Hmmm?" From an unseen dimension came the eerie sound of impatiently tapping carpet slippers. "Well . . ." said Janine.

Janine Melnitz crept stealthily into work the next day, rubbing her tired eyes, but taking care to yawn very quietly. It did her no good. There was the sound of a door slamming violently and suddenly Egon was marching angrily toward her, brandishing a ghost trap. "Janine!" he yelled. "JaNIINNE!" Even as she ran, Janine couldn't help noticing that it was a very clean ghost trap . . .



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Lee
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TM

THE PLANET GODILLUX, EARTH-DATE: 8167.



BUT SURELY WITH ALL THE LOW-LIFE SCUM WE'VE GOT BACK HOME IN THE LOS ANGELES RESETTLEMENT, YOU COULD HAVE FOUND US A BETTER JOE THAN THIS!



LISTEN, SPRATT, YOU STICK TO RUNNING THE CLEPICAL SIDE OF MY BUSINESS AND LEAVE THE CONTRACTS TO ME, EH?



ANYWAY, CLIENTS' MONEY IS GOOD, EH? BEYOND THAT, I DON'T CARE WHO I KILL. WHO THEY ARE, WHAT THEY'VE DONE, DOESN'T CONCERN ME. I'M PURELY A BUSINESSMAN, RIGHT?



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GHOST WRITING!



Thanks for all your letters! Hmmm, you've certainly come up with some interesting questions! Keep those letters coming in, they brighten up my day!

Dear Peter...

Are you ever going to marry Dana Barrett?
— **Mark Neely, Kent**

Ooooh! I just might!

Are there any vacancies to become a Real Ghostbuster? I've got a few O levels and read all I can find about ghosts. I'm 18 (don't worry, Richard Diment – nobody laughs at me) and am studying for four A levels.
– **Matthew Robbins, Suffolk**

Gee whiz, Matthew, I reckon you're pretty well qualified for the job, but busting ghosts is a very demanding and dangerous job, so I don't think your girl friend would approve. Still, how about becoming a parapsychologist?

What does Egon like to do when he's not working?
— James Nicholls, *Blackpool*

When's that then? Egon is a bona fide workaholic. In other words when he's not working, he's working!

Does Slimmer sing horrible songs which make animals run away and does he pull funny faces all the time?
— Emma Mouse, Salisbury

Yep! Slimer's singing is horrible enough to make anyone run away and his face always looks that way, unfortunately!

In issue three, *The Trouble With Slimers*, you busted a ghost that looked like Slimer. In issue twelve, *Trapped*, when Slimer went into the containment unit to save Ray, how did Ray know that it was the real Slimer and not the double that you busted before?

— Stephen Rogers, Ipswich

He didn't! I guess in that situation you'd risk anything though!

I have some questions to ask Slimer in his own language:
1. Doooo Peteer reely weeely likey youeee?
2. Whaaat izzz Winstony's favoritee foodeeee?
— Anna Wright, Lanarkshire

Goodeee Grieffee! This speecheee problem is reely weeley getting out of handee! Slimer saysee: 1. Yessy, Peteybuddybuddy! 2. Winstony likey pizzaey!

Why is Janine's hair all spikey when in the film it is flat?
— Mark Gordon, Birkenhead

You know how it is, Mark. Hair styles come, hair styles go. Janine likes to have a change now and then.

Would you let Dana Barratt join The Real Ghostbusters' team?
— Patrick McKinney, Hampshire

No way! Dana is a very talented musician and there's no way she'd give up her music in order to look at ugly blobs of slime all day, and I for one wouldn't encourage her to do so!

If Slimer is your friend, why can't the other little ghosts be your friends too?
—Juliet Pratt, *Lowestoft*

There's a world of difference between a house trained pet spook and some of the nastier demons who are out on the loose terrorising innocent people! Okay, so Slimer is always terrorising me but, I can just about put up with one slime-ball, when I'm in a good mood!

If Egon ever takes Janine out, where will they go?
—Tim Abbot, Oxford

I don't know, Tim, probably to some kind of museum of spores and fungi knowing Egon but, you never know, maybe he'll see the light and take her to some romantic little bistro for a candlelit meal'

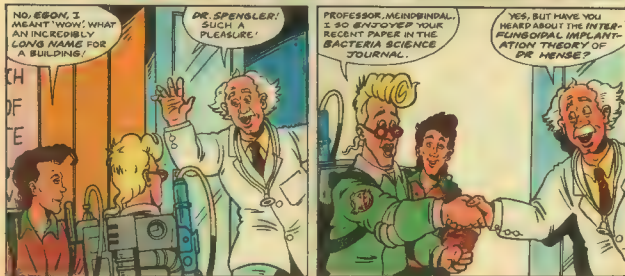
Ghost Writing, Marvel Comics Ltd, 13/15 Arundel Street, London WC2

THE WORST GHOST IN THE WORLD

This poor specimen of a ghost, had the unfortunate affliction of not being scary in the slightest! Winston came face-to-face with him, fully armed and prepared to bust but, when The Worst Ghost In The World tried to scare him, Winston thought that it was one of his fellow Ghostbusters playing a practical joke! Ashamed at being laughed at, the poor dejected ghost begged Winston to trap him and put him out of his misery. However, Winston is a big softy at heart and decided to give the poor soul a few scaring lessons instead. Egon tried to bust him but, as luck would have it, the ghost had taken Winston's advice and vanished just as Egon fired his Proton Gun, and so, he escaped unharmed. He went on to haunt new pastures, but has always been a friendly ghost and the Ghostbusters haven't been called out to bust him since.



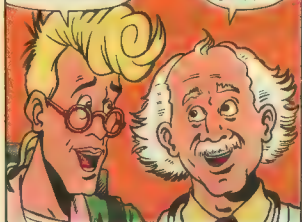
THE REAL GHOSTBUSTERS™



Story ANDREW BRENNER Art BRIAN WILLIAMSON and TIM PERKINS Lettering NICK ABADZIS Colouring LYNN WHITE

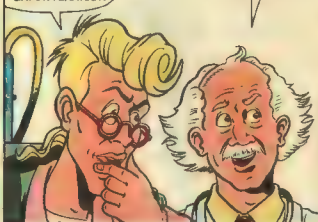
OF COURSE. DON'T HIS
MUTATIONAL REFRACT-
ION RATIOS PLAY AN
IMPORTANT PART IN
YOUR OWN THEORIES?

YES, THEY DO, BUT
I HAVE NOT FOUND
THE TIME TO STUDY
HIS UPDATED
REPORT.



... ON PSYCHO-
GENERIC TRANS-
FORMATION? NOR
NEITHER HAVE I.
UNFORTUNATELY.

PERHAPS YOUR
COLLEAGUES KNOW
SOMETHING OF
HIS WORK?



PERHAPS NOT COME, LET ME
SHOW YOU OUR PATIENTS. ALL THE
SUPERNATURAL INCIDENTS CENTRE
AROUND ONE PARTICULAR
VIRUS.



WOULD YOU
STICK OUT YOUR
TONGUE, PLEASE,
MR. BERESFORD?



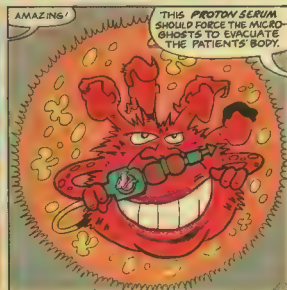
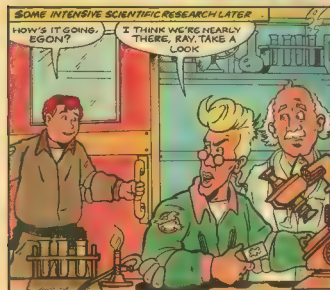
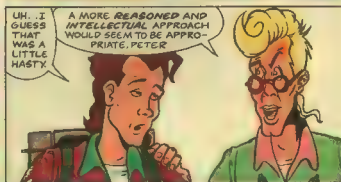
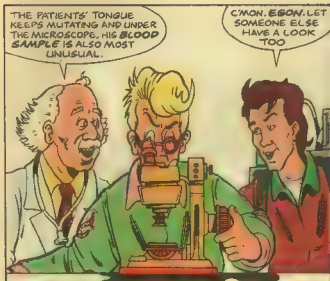
THAT'S
HORRIBLE!

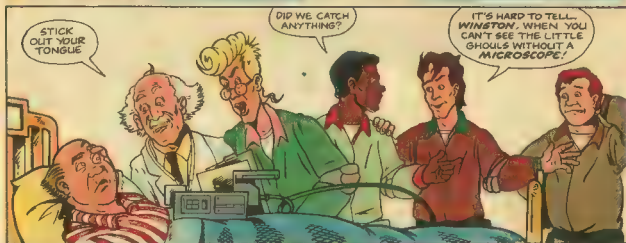
DISGUSTING!

.TERRIBLE!

FASCINATING!







SPOT THE DIFFERENCE

in **HONEY MONSTER'S**

Snappy Badges Challenge

You've seen the Snappy Badges Free with this comic and in the special packs of Sugar Puffs, now you could win one of 1,000 Snappy Watches!

Here's How:

Just circle the 10 differences between the two packs pictured. Then think up an apt and original title for a Snappy Badge for Honey Monster. Send in your entry, along with a pack top from Sugar Puffs to arrive by 31st December 1988.



1000 Snappy Watches to be won

- Prizes:
1. Commemorative watches to U.K. residents (except applicable and employees of Honey Monster).
 2. Commemorative watches to U.S. residents (except applicable and employees of Honey Monster).
 3. Commemorative watches to U.S. residents (except applicable and employees of Honey Monster).
 4. Commemorative watches to U.S. residents (except applicable and employees of Honey Monster).
 5. Commemorative watches to U.S. residents (except applicable and employees of Honey Monster).
 6. Commemorative watches to U.S. residents (except applicable and employees of Honey Monster).
 7. The winning entries will be selected by a panel of judges.
 8. Winners notified by post within two weeks of the closing date.

Entry Form

I enclose one pack top from a Sugar Puffs Pack

Name _____
Address _____

Signature of parent or guardian (if under 18) _____
Send your completed entry form to: Snappy Badge Challenge, Dept. 1110
Snowdon Drive, Winterville, Milton Keynes, MK6 1HQ
to arrive by 31st December 1988.

Sugar Puffs

CIRCLE THE DIFFERENCES ON THIS PACK

(BLOCK LETTERS)

(BLOCK LETTERS)

Post Code _____

G BUSTERS

Prizes: 1. Commemorative watches to U.K. residents (except applicable and employees of Honey Monster).



SLIME TIME!

Slimer wants your jokes! Send 'em to: **SLIME TIME**
Marvel Comics Ltd
13/15 Arundel Street
London
WC2



What is an undertaker's motto?

Never say die!

— Adrian Reeve, Notts

What kind of spook can you hold on the tip of your finger?

A bogey man!

— Andrew Graham, Newcastle

Did you hear about the two blood cells?

They loved in vein!

— Adrian Reeve, Notts

Which monster made friends with three bears?

Ghouldilocks!

— Adrian Reeve, Notts

What sort of wine do monsters like?

One with plenty of body in it!

— Chris Clarke, London

Why do vultures only eat raw meat?

Because they can't cook!

— Adrian Reeve, Notts

What kind of jacket does a six-handed monster wear?

A coat of arms!

— Keith Gray, Colchester

What did the monster say to his victim?

It's been nice gnawing you!

— Peter Bailey, Inverness

Who brings monsters their babies?

Frankenstork!

— Tim Bremmer, Boscombe

What do monsters do at 11 o'clock?

They take a coffin break!

— James Branch, Potters Bar

What do you do with a green monster?

Wait until it ripens!

— Andrew Scott, Cumbernauld

Who wrote a famous book on ghosts and ghouls?

Sue Pernatural!

— Jason Davison, Southampton

What did the monster do when his wife turned into a pillar of salt?

He put her in the cellar!

— Richard Daly, Camberwell

What journals do hangmen read?

Noose-papers!

— Dan Mayer, Walton-on-Sea

What was the famous skeleton detective called?

Sherlock Bones!

— Stuart Coombe, Liverpool

Did you hear about the monster who ate a sofa and two chairs?

He had a suite tooth!

— Robert Stevens, Christchurch

What steps should you take if you're out late and are followed by a thirsty vampire?

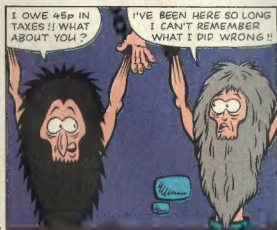
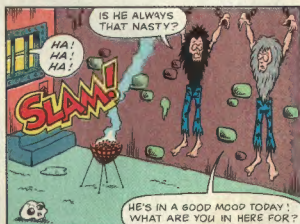
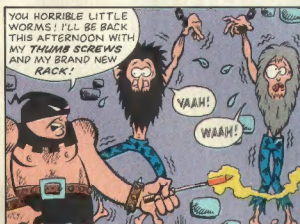
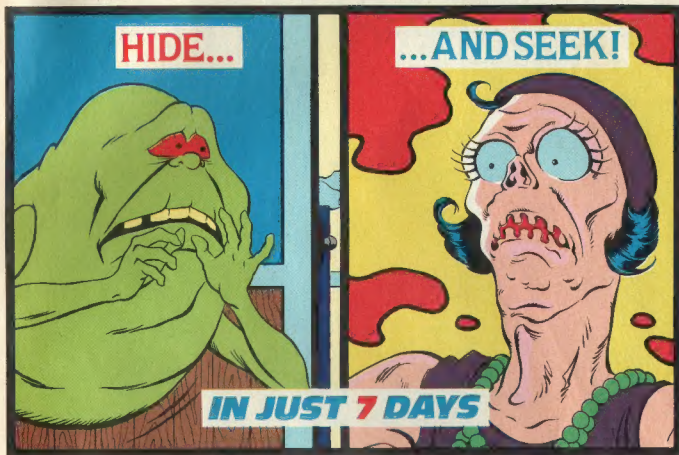
Very big ones!

— Jenny Macmillan, Swansea

What do you get if you cross a monster with an owl?

A monster that's ugly but doesn't give a hoot!

— Daniel West, Bath



THE MANTA FORCE MISSION FACES A FIERCE NEW THREAT:

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Red Venom

Nine enemy fighting machines in one deadly attack ship
— that's Red Venom. Commanded by the evil
Major Vex with his
Viper Squad. And
programmed to sabotage
the Manta Force's search
for Earth's twin planet!

Will The Manta Ship — complete its mission?

This gigantic two-in-one spaceship, with its ten specialised
fighting vehicles has travelled light years from earth. Now, having
hijacked Red Venom, Major Vex is attacking the mission.



The Manta Ship

Will reinforcements arrive in time?

Red Hawks, Blue Sharks and Yellow Wolves,
complete with fighting vehicles for air, sea or land
are on their way! But watch out! Extra
Viper troops with rockets have
zoomed in
to support
Major Vex.



Blue Sharks

Red Hawks

Yellow Wolves

Black Vipers

The battle could go
either way. It's up to you
to take command.

MANTA FORCE™



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